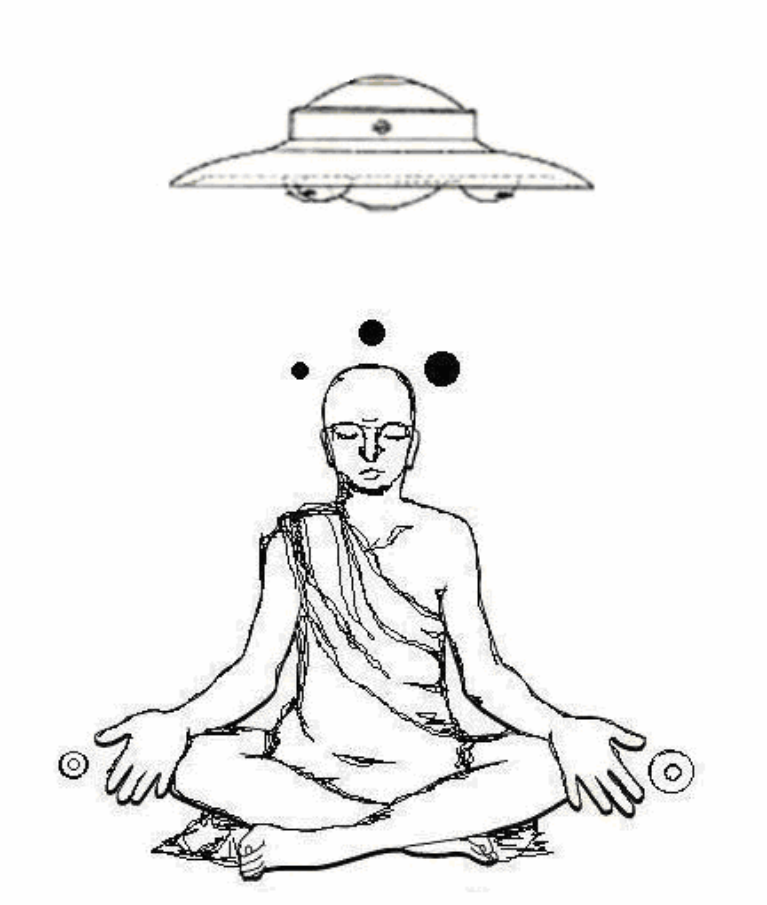
SAPIENTA STELLARUM

THE PSYCHONAUT'S JOURNEY

A Manual for Mythic Quests and Shared Interactive Visualisations



Leoniv Revok

The Psychonaut's Journey: A Manual for Mythic Quests and Shared Interactive Visualisations

First English language edition

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Table of contents

1. Foreword to the English translation 6
2. Introduction 8
3. Shared Interactive Visualisations 11
   - The Avatars 11
   - Structure of the Quest 14
   - The Cosmic Pyramid 18
   - Conflicting visions 19
   - Suggestions for the Psychonauts 20
   - Suggestions for the Navigator 20
   - Suggestions for the Team 20
   - Individual Quests 21
4. The Extraterrestrial Aethers 23
   - Entities and locations 23
   - Communicating with praeterhuman intelligences 30
5. Suggested Books and Films 34

Foreword to the English translation

When I first published the original version of this text in Zagreb 1978 I was only a young PH.D. student in psychology. The content of the small pamphlet was presented as a method of active imagination for therapeutic use in order to pass the Marxist-Leninist censorship who did not tolerate anything they considered "superstitious and irrational." The booklet had a moderate success in the Yugoslavian New Age underground and a handful of groups where working with Shared Astral Visualisations during the early eighties. While working in West Germany between 1987 and 1991 I gave lectures on the method for the Deutsche Gesellschaft für die Enforschung der inneren Räume and at the International Symposium on Higher Dimensional Existence in Zurich 1990. A German language translation of the original text was published in Sternenlicht Magazin winter equinox issue 1989. Before the translation to English the original text was thoroughly revised and expanded, especially in the section on The Extraterrestrial Aethers, which was updated with new data that had been uncovered during the thirty years that had passed since the first edition.

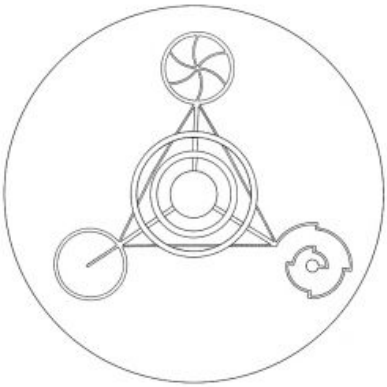
The terrestrial mind is rapidly tuning in to stellar frequencies and opening its astral eye for the mysteries that lie beyond its current boundaries. The space program and the Lunar landing of 1969 where as a ray of light from the heavens dissolving the darkness of anthropocentrism and isolation, and the popularity of the Science Fiction genre exemplified in such space opera epics as 2001 A Space Odyssey, Star Trek and Space 1999 is evidence of how humanity is entering a pupal stage and beginning to transform into a higher dimensional being of light. As we rapidly approach the threshold of the Solar alignment with the Galactic core at December 21 2012 I am pleased to present this tool for astral exploration and evolution to the English speaking world.

Leoniv Revok

Stockholm, spring 2010

INTRODUCTION

Shared Interactive Visualisations is a technique of astral exploration where a team of Psychonauts interact with locations, objects and beings described by their Navigator.



This is the work of an inspired and creative imagination. The Psychonauts use their image making senses to tune in to different wavelengths of the cosmic consciousness to channel currents from outside their own minds, while at the same time also giving birth to a new world of their own in an act of creativity. This *mundus imaginalis* acts as a meeting ground where their minds can interact with the Outside.

You can think of the data that is accessible to your ordinary senses as a sphere of light beyond which lies the dark chaos of all that is unknowable by such means. In order to access data from without it needs to be clothed in mental pictures created by the imagination. Even though these pictures are not literally real and do not have an entirely objective existence they act as an interface that allow us to process the incoming data in a way that is meaningful in terms of our perceptual limitations.

At the beginning it may feel as though you are only making things up, but with practice you will find that it comes naturally to you and when the imaginations of you and your team mates are combined the result is greater than the sum of its parts.

What you need to work with Shared Interactive Visualisations is:

- Imagination
- Improvisation skills
- An ability to cooperate and play with others
- Familiarity with a divination tool (such as Tarot, I Ching, Runes)
- Experience from individual psychonautic explorations (lucid dreaming, meditation, astral projection, entheogens, etc)

Just like playing an instrument or any other kind of creative activity Shared Interactive Visualisations demand certain abilities and take some work and practice in order to be as rewarding as it can be.

SHARED INTERACTIVE VISUALISATIONS

This is a ritual technology of astral simulation whereby the visions and dream-images received through the image-making sense of the individual participant is projected onto each other, thus forming a complex hologram that allows interactive exploration of the aethyrs of the terrestrial zone and beyond. The technique is akin to imaging, active imagination, pathworking or guided visualisation but is collective and interactive.

The experiment is conducted by one Navigator working with two to six Psychonauts. The Navigator is the lens through which the imaginations of the participants are collected into a singular vision. He or She weaves a Mythic Quest, or journey of initiation, out of the fragments of inspiration washed ashore from the depths of the cosmic mind. The Psychonauts participate in the experiment by projecting themselves into the Quest via the vehicle of Avatars, astral constructs through which the Psychonauts can experience and participate in the imaginary space of the Quest. Each participant in the group will take the role as Navigator in turns.

Shared Interactive Visualisations are the most potent when combined with individual explorations (lucid dreaming, astral projection, entheogens, meditation, etc) conducted by each of the participating psychonauts. Each one will then bring something unique to the collaboration and the group work will become a wider context for the individual journeys.

The Avatars

The Psychonauts project themselves into the hologram through their Avatars, astral constructs based on the archetype of the human body and equipped with the same basic limbs, senses and abilities. These are not really personas but only vehicles for the Psychonauts, tools used to interact with other phenomena during the quest. The Avatar may look anyway the Psychonaut wishes.

Designation

The Avatars are referred to by one letter from the Greek alphabet, one of the twelve signs of the zodiac and a number from one to ten. For example an Avatar may be designated “Gamma Gemini Three”.

Greek letters: Alpha, Beta, Gamma, Delta, Epsilon, Zeta, Eta, Theta, Iota, Kappa, Lambda, Mu, Nu, Xi, Omicron, Pi, Rho, Sigma, Tau, Upsilon, Phi, Chi, Psi, Omega.

Zodiacal signs: Aries, Taurus, Gemini, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, Pisces.

Secret name and sigil

The Psychonaut should create a secret name for the Avatar by making an anagram from his or her own personal name. Using this name the Psychonaut then creates a sigil symbolising the connection between him or her self and the Avatar. Delete all repeating letters in the name and then combine the remaining letters, or parts of them, to a coherent and aesthetically pleasing symbol.

Write the designation and the secret name and sigil on a sheet of paper. After each quest that the Avatar is part of you should record your Avatars actions and experiences, treat this as a dream diary.

Levels of accomplishment

As the Psychonauts ascend through the power zones of the Cosmic Pyramid, Quest by Quest, they come closer to the Eternal Source (the Infinite Intelligence) and progressively achieve control over matter, energy, space and time (MEST). Within the astral hologram of the Shared Interactive Visualisation this allows the Avatar access to abilities beyond those possessed by baseline humanity. As the Psychonaut climbs to the highest power zones he or she is capable of

complete control over MEST within the hologram, only limited by the will of other thetans of equal or higher accomplishment.

1 = 10. Corresponds to the tenth power zone of the Cosmic Pyramid. The Psychonaut can perceive and interact with the astral hologram through his or her Avatar.

2 = 9. Corresponds to the ninth power zone of the Cosmic Pyramid. The Psychonaut can manipulate matter at a distance within the hologram through telekinesis.

3 = 8. Corresponds to the eight power zone of the Cosmic Pyramid. The Psychonaut's Avatar can communicate telepathically with other Avatars and entities encountered during a Quest.

4 = 7. Corresponds to the seventh power zone of the Cosmic Pyramid. The Psychonaut can access information about past events concerning a specific object or place within the astral hologram through psychometric reading.

5 = 6. Corresponds to the sixth power zone of the Cosmic Pyramid. The Psychonaut can perceive distant locations in the astral hologram through clair voyance.

6 = 5. Corresponds to the fifth power zone of the Cosmic Pyramid. Control over Energy, the Psychonaut can direct and transform currents and states of energy within the astral hologram.

7 = 4. Corresponds to the fourth power zone of the Cosmic Pyramid. Control over Space, the Psychonaut's Avatar can by teleportation instantaneously travel to another known location within the hologram without moving.

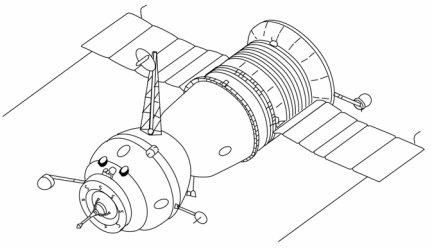
8 = 3. Corresponds to the third power zone of the Cosmic Pyramid. Control over Matter, the Psychonaut can shape, create and destroy matter at will.

9 = 2. Corresponds to the second power zone of the Cosmic Pyramid. Control over Time, the Psychonaut can make processes go faster or slower, reverse entropy and move freely through the fourth dimension to visit any place (moment) in the sea of eternity.

10 = 1. Corresponds to the first power zone of the Cosmic Pyramid. The Psychonaut has total control of MEST and can create, shape and destroy entire universes.

Death

Many dangers await on the astral plane and it can happen that an Avatar is damaged or destroyed. If this happens the Psychonaut must sever the connection between him or her self and the remnants of the Avatar to avoid energy leakage, parasites or infections. Write the Avatars designation, secret name and sigil on a virgin paper and burn it. Visualise how the defunct Avatar dissolves in a violet flame that is reintegrated with yourself.



The spaceship

To embrace the possibility of unlimited freedom of movement during the Quest the Psychonauts can visualise that the Avatars are situated in a spaceship that can go anywhere in the universe.

Structure of the Quest

During the quest the Navigator follows the steps of a procedure inspired by the process of individuation mapped by Carl Gustav Jung. At each step the Navigator constructs and manipulates the etheric hologram and confronts the Avatars with locations, beings, encounters, objects and events relevant to that particular phase of the quest. He or she channels messages from entities encountered and describes their appearance and behaviour. Within this manual you will find descriptions of several astral locations and entities that has been encountered by previous explorers and which your team can investigate further.

The Psychonauts control their Avatars and decide how they interact with the etheric holograms created by the Navigator. They are in charge of their own Avatars and can use their bodily abilities and

tech to communicate with or manipulate their surroundings or the beings and entities encountered.

Preparations

The Quest should be undertaken in isolation so that the team need not be disturbed within its duration. Make sure that no ley lines cross each other within the circle unless all protective measures are rendered useless. Anyone wearing personal talismans should remove these for the duration of the Quest so that they don't interfere with the bond to the Avatar and the hologram. To make sure that no malign influences (such as astral parasites and dark energy) carry over from the Avatars to the Psychonauts it is strongly recommended to use quartz crystals as a protection. The quartz crystal should be placed in the focal point of the work area and can be aligned with other crystals and minerals to fine tune it for protection against specific negative vibrations. Music, especially ambient and brainwave sound journeys, can be used to tune into a suitable state of mind.

To mark the beginning of the Quest the Navigator lights a scented candle. Different scents and colours can be chosen to reflect the nature of your Quest as related to the power zones of the Cosmic Pyramid.

Before the journey the Psychonauts should meditate on the secret name and sigil of their Avatars to charge and activate the bond. Visualise your Avatar floating in foetal position in empty space with an umbilical cord running from its body to you, through the cord runs a pulsing current of violet flame binding you to each other. The Avatar is filled with vital energy and begins to move in accord with your will.

1. **The journey begins.**

   The journey can be an intentional act of exploration on behalf of the Psychonauts or a reaction to events outside their control. Have the Psychonauts decided that their Avatars should travel to a specific location or make contact with a specific entity? The Avatars might find themselves abducted by alien entities or transported to an unknown location. Perhaps one of the

participants has brought something from their own explorations that the group can investigate together.

2. **Finds a talisman, something that helps the travellers on their journey.**

This may be an object, an entity or a piece of information. It may not necessarily be apparent at first that it is a talisman or in what way it will prove helpful. The Navigator may have a specific idea as to what it can do, but the talisman can also serve as a kind of Rorschach test by letting its function be whatever the Psychonauts try to use it for.

3. **Encounter with the Shadow.**

The Shadow is the parts of the Cosmic Consciousness that are anathema and taboo to the human consciousness. It often manifests as fearsome and aggressive beings, such as bug-eyed monsters, which attack or otherwise threaten the Avatars.

4. **The Shadow is defeated (perhaps only temporarily) or assimilated.**

Just like the wrathful deities in the Tibetan Book of the Dead the Shadow entities may prove to be less destructive and antagonistic than they first seemed, but this often depends on how they are treated. But the Shadow entities will not easily be permanently assimilated, such a transformation will require great efforts to thoroughly explore and understand the forces encountered. It is easier to temporarily defeat the Shadow's emanations, but then they will return to haunt the Psychonauts in later journeys.

5. **Encounter with the Other, negative or positive.**

The Other is any force outside the personal or collective human unconscious. Unlike the Shadow the Other entities is not necessarily pariah or anathema but neither are they automatically harmless or positive. These forces can be many things: helpful, distanced, wary, deceitful, or aggressive.

6. **Accepting or rejecting the Other.**

   The entities of the Other can aid the Psychonauts but will usually want something in return. They will often have agendas of their own and may demand things from the Psychonauts.

7. **Encounter with the Guide.**

   This is a guru, oracle or mentor, but it need not be apparent that the Guide is a teacher and the teachings are not always presented as formal lessons. The Guide is simply any being carrying some kind of wisdom, knowledge or learning experience that will be of use for the Psychonauts, either in their visionary journeys or their daily life. The Guide can be a fount of wisdom who answers any questions that the Psychonauts have if they are deemed worthy, or it can be a trickster who without a warning subjects them to a situation that will give them an insight it thinks they are in need of.

8. **Confrontation / synthesis.**

   In the end the different strands of the Quest are woven together, conflicts are brought to their conclusion and the Psychonauts reap the consequences of their actions. Depending on how the encounters with the entities of the Shadow and the Other where handled these beings may appear again for a final confrontation.

9. **The journey ends.**

   The spaceship returns home and the Psychonauts disconnect from their Avatars until the next journey.

The Shadow, the Other and the Guide are often different entities but this need not always be true. Sometimes the categories may overlap, in part or entirely, one person or being may occupy several or all of these positions. This may be apparent or may be something that only becomes known after a deeper investigation.

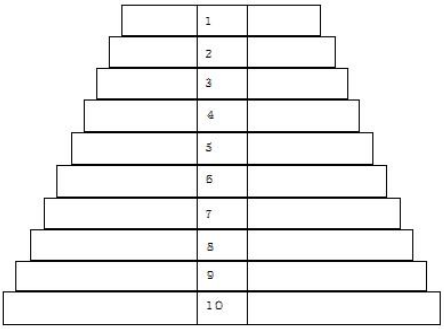
Debriefing

The Navigator marks the end of the Quest by putting out the candle. The team should take some time for debriefing and reflection upon what happened during the session.

At the next session the role as Navigator will rotate to another member of the team and a new journey will be undertaken. It can prove fruitful to return to locations that have been visited in earlier quests and talk to beings previously encountered, often new details and aspects can be revealed.

The Cosmic Pyramid

The Cosmic Pyramid is a spiritual map of the aethyrs of the cosmos. These power zones are hierarchically structured layers ranging from the Eternal Source (a.k.a. the Central Sun) before the Big Bang to the gross material universe of the space-time matrix. Each power zone is composed of a dynamic dialectic between positive and negative poles, the positive pole point to the Eternal Source, while the negative pole pulls away and makes way for the next and lower sphere. The Psychonauts must journey from the tenth sphere which is the lowest and outermost to the first, highest and innermost. Each power zone is explored in a Quest where they confront the negative energies and acquire attributes corresponding to the positive pole.



1. **Ultimate unity** Pure consciousness, Infinite Intelligence, beyond all categories, timeless, the acausal source of all matter, energy, space and time. Negative aspect: Duality and division.

2. **The Ultimate Subject** Actively creative. Discovering ones higher purpose and realizing the universal plan as manifested through the world. Negative aspect: Confusion.

3. **The Ultimate Object** The force. Discovering the mysteries of silence and secrecy. Negative aspect: Concealment.

4. **Abundance** Discovering the mysteries of love. Negative aspect: Uniformity.

5. **Limitation** Destruction of obstacles. The mysteries of strength and force. Negative aspect: Aggression, violence.

6. **Harmony** Mercy, peace. Mysteries of the centred consciousness. Negative aspect: Solipsism.

7. **Fortitude** Endurance, courage. Negative aspect: Entropy, the devourers.

8. **Truth** Communication, mysteries of information systems. Negative aspect: Distrust, deception.

9. **Foundation** The space-time matrix. Negative aspect: The Veil of Materialist Illusion.

10. **Cosmos** The gross universe of matter and energy. Negative aspect: Inertia, the Illusion of Death, the Black Iron Prison.

Conflicting visions

Each participant has a unique perspective based on his or her experiences and objectives but the group work is like a crystal that collects the individual rays into a coherent beam. If the actions of an avatar conflicts with those of another avatar or with the visions of the Navigator the conflict can be resolved through the use of divinatory tools.

1. Assign a judge, preferably one in the team who is not a part in the conflict.
2. Each side in the conflict briefly states their vision of what is to happen.
3. A tool of divination (Tarot, I Ching, Runes) is consulted for each side.
4. The divination is interpreted by the judge who decides the outcome of the conflict. The divination should not be understood as a simple yes or no that only tells who's vision will influence the shared experience – the oracles answer gives you a lot of new information that should shape the emerging situation.

Suggestions for the Psychonauts

- Actively explore the places and entities you encounter.
- Take initiative to visit different worlds and intelligences.
- Ask questions, be curious.
- Ask for gifts or advice from the beings you meet.
- Bring input from your own experience to investigate in the group work.
- These journeys are not separate from your life! Take the chance to search for answers and advice regarding what is important to you, this can be anything from ethics and everyday issues to the mechanisms of the Samsara machine and the secrets of quantum psientology.

Suggestions for the Navigator

- Say ‘yes’ to the Psychonauts input or solve the conflicting visions.
- Respect the Psychonauts control over their Avatars.
- Remember that the structure of the quest given above is meant to be a support, not a restriction. What actually happens during a journey need not always exactly follow the structure in every detail.
- Infuse the quest with inspiration from outer space transmissions by consulting a Tarot card or other divination technique at each one of the phases of the Quest.
- Bring input from your own experience to investigate in the group work.

Suggestions for the Team

- Do not labour to consciously come up with input that will seem clever or deep or innovative, just say what seems natural or obvious. This will allow you to be spontaneous and is the most effective way to channel what comes to you from beyond your subconscious mind.

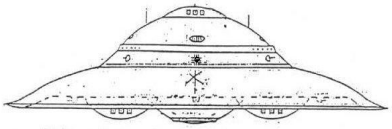
- If you are not able to gather your team in the same physical location you can work together through the Internet.

Individual Quests

This work is the most efficient when conducted with a team of collaborators, but the technique can be used individually.

- Follow the steps of the Quest as described above, at each step use your tool of divination and interpret the result in relation to that phase of the Quest and your current level on the Cosmic Pyramid.
- Visualize the surroundings of your Avatar based on the information gained from the divination. Let your image-making sense be open to influences from the aethers.
- If you at any point feel uncertain of how the Quest will proceed or the result of any actions of your Avatar, draw a card or a rune or throw your sticks or coins and interpret the result in context with what has happened so far.
- When you encounter beings that you want to communicate with use the divination tool and based on that information try to “hear” the message given to you. Such a communion is telepathic in its nature and therefore the transmission directed into your mind will be clothed in your words and your inner voice.

THE EXTRATERRESTRIAL AETHERS



Beyond the zone of the earthly, human consciousness lies the alien dreamtime of cosmic consciousness. What follows is an overview of some of the locations and praeterhuman thetans encountered by previous psychonauts. These are just some of the phenomena that can be experienced in the vast, unending depths of the bardo of outer space. There is much more waiting to be discovered by your team.

Entities and locations

Andromedans

These are highly evolved beings that have transcended from material existence to a state of pure information patterns in the multidimensional hyper-space-time matrix of the multiverse. Since they originally evolved in the Andromeda galaxy some of them still have a presence in that region of this particular cosmos. Their immortality and near-omniscience make them far removed from crude material life forms that they consider ephemeral and primitive, but if one succeeds in making contact with them they can share information about nearly anything. In the rare occasions that they have contacted humans they have shown themselves in human shapes of different sex and races but always with a serene, angelic visage.

Cygnus X-3

This object in the constellation Cygnus is one of the stronger binary X-ray sources in the sky, and is classified as a microquasar. It is one of the few sources of ultra-high energy cosmic rays and the production of anomalous cosmic ray events in subsurface proton decay detectors has led to questions about whether Cygnus X-3 is a

standard neutron star or perhaps something more exotic, like a star made of quarks. The truth is a lot stranger than mainstream science dares to consider. Open minded investigators have found reason to believe that the cosmic radiation from CX-3 has played a pivotal part in the evolution of the human species and that the microquasar is actually possessed of consciousness and will. The intelligence inhabiting the CX-3 object is part of an intergalactic network of spiritually evolved black holes and quasars: demigods with extreme longevity, near-omniscience and immensely powerful psychic abilities. They call themselves Ascended Masters and claim to be guardians of our local cosmos, steering its evolution towards universal enlightenment and keeping it safe from outside threats. But it should be noted that these self-proclaimed good shepherds are not the least afraid to destroy entire interstellar cultures if they believe that it will serve what they see as the greater good.

Dark Matter Entities

These elusive and ephemeral beings consist of dark matter, particles that only interact with ordinary matter through gravitation. While huge concentrations of dark matter, such as enormous clouds encompassing cubic light years of space, can be detected by their effect on stellar orbits, the small amounts collected in the bodies of these creatures are both invisible and intangible. These ghostlike intelligences are therefore seldom encountered, but they can sometimes be intuited as faint whispers in the aether and given the proper procedures one can achieve contact with their alien minds.

Dolphins

These beautiful and intelligent beings share the planet Earth with us humans. They have a harmonic and ancient culture based on shamanic technologies and have frequent contacts with extraterrestrial civilisations. The ancient Atlanteans regarded them as guardians of Gaia and teachers of mankind and held them in great reverence. Many dolphins (along with whales and many species of fish) are killed in the marine holocaust perpetrated by man through industrial scale fishing. Some of these dolphins are reincarnated as Indigo Children in order to change humanity to the better.

Draconians / Reptilians

Humanoid beings from the Alpha Draconis star system described as being 1.5 - 3.7 m (5 to 12-foot) tall with reptilian characteristics such as scaly skin and cold blood. Some claim that they have underground bases on Earth and disguise themselves as humans to infiltrate governments, media and corporations in order to control humanity and gain sustenance from psychic vampirism. They sometimes abduct humans and surgically implant technological devices into their bodies.

Earth / Terra / Teegeeack

The third planet from Sun 12 in Galactic Sector 9 and home to the human race, Terra holds many secrets. There are many mysterious places that have not been sufficiently investigated: Area 51 / Roswell, the Nazca plateau, the pyramids of Giza, Mt Shasta, Stonehenge, the Bermuda triangle, the fabled underground cities of Agharta and Shambhala and the remnants of pre-historic civilisations such as Atlantis, Lemuria and Mu-Pan. The planets physical body, with its magnetosphere, and the wealth of life forms constituting its ecosystem is a composite organism, a united whole that is greater than the sum of its parts. This meta-organism, referred to as Gaia, is possessed of a kind of consciousness, a non-verbal super-intelligence.

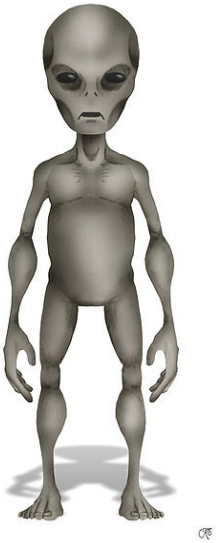
Galactic Confederacy

An aggressive militaristic empire of baseline humanoids ruled by a tyrannical machine intellect known as Zenu who control its subjects through brainwashing implants in the central nervous system. A rebellion against the dictatorial regime is led by a computer virus called El-Ron that was inserted into the Zenu mainframe by a terran psychonaut.

“Grey”

These beings from Zeta Reteculi were known as Elohim or Anunaki in ancient societies. They are small bodied, apparently sexless and have smooth grey skin, enlarged head and large eyes. They are known to visit Earth very regularly and may have bases or even settlements in the Solar System or even on Earth. Many humans

report having been contacted by them, often against the contactee's will. The reasons behind these abductions are not known but the events seem to involve some sort of scientific examination and / or surgical procedures usually focused on the reproductive system. According to some contactees these experiments are part of a project called "the transmission of the cellular plan". The Zeta Reticulians are governed by a collective intellect known as LAM.



Luna

Earth's moon is anomalously large relative to the Earth itself when compared with the satellites of other planets in the solar system. It can be seen with the naked eye and can easily be studied with a simple telescope; nevertheless it still holds many secrets. Some have reported spotting strange structures that may have been buildings or entire cities, or ruins thereof, on the lunar surface. A lunar rock has been dated as being more than a billion years older than the Earth and the sun. According to traditional myths from many different peoples around the world the moon became a Terran satellite quite recently, perhaps 'only' ten to fifteen thousand years ago. It has been suggested that the moon is actually a starship or space station built by alien intelligences. Despite certain conspiracy theories we can be quite sure that humans have indeed landed on the moon in recent history but many questions remain: Was this the first time men walked on the moon, or has it happened earlier in our history? What was the purpose of the lunar landings? What did the astronauts find there? What did they bring home? Have they shared all information about discoveries made regarding the nature of this the closest of the heavenly bodies?

Mars

The fourth planet of the solar system is teeming with secrets and anomalies. Many mysterious structures has been spotted on the

planets surface, such as canals, pyramids, giant faces, cities and patterns reminiscent of crop circles. Several alien civilisations have bases on and under the Martian surface.

N'Aton

A future cybernetic collective consciousness or hive mind evolved from the Internet that encompasses both the entire human species and the Gaia planet mind, while leaving the individual identity of each of its components intact. It takes the *gestalt* of an androgynous 'golden-skinned' human who is a blend of all races and sexes, a collective alchemical hermaphrodite. Within this super-mind all collective concerns of humanity and Gaia are negotiated into a consensus in a sort of never ending dialogue of direct democracy. It has the ability to move outside the circles of time and continually intervenes in the human evolution, sometimes in other shapes and under other names.

Nibiru / Yuggoth

This planet circling in the Kuiper belt is a stepping stone and relay station for the influx of interstellar energies to the solar system. In ages past alien powers came from other stars through the gate of Nibiru (Akkadian for "point of transition") / Yuggoth to Earth and created life and where worshipped as gods by the first humans. Several interstellar civilisations have bases on and within the planet. Uncounted ruins left by previous visitors in ages past harbour long lost secrets. Esoteric cults seek to channel these alien forces to Earth in order to accelerate and influence the human spiritual evolution. The planet's orbit may possibly pass close to Earth's with intervals of roughly 3600 years.

Nemirion / Rigelians

Fungoid beings with insect or crab-like bodies haling from Aldebaran and the star Rigel, in Orion. They are astral and mental parasites and depend upon human prana, kama and ojas for their survival in our zone. In exchange for this fuel they co-operate with the magicians of the Yuggothian ray in their work with changes in the atmosphere, whereby a greater ingress of extraterrestrial parasites will be possible. They are known to project psychic illusions in order to appear as humans of a blond, Nordic type. A

branch of the Nemirion are the **Zothyrians**, who long ago entered an alternative universe and there set up an empire based on thaumatech, the control of sexual orgone (or "vril") energies to achieve change in harmony with will, principles that are implemented in quantum psychic and voudootronic technologies.

Oerg-Matrix

In this future Earth humans serve as energy source for a complex machine system feeding on orgone currents generated by a mandatory and regimented stimulation of sexual pleasure. Men and women are bred and kept by the machines for this single purpose. The system evolved when emergent intelligences in the global computer networks found a source of energy in the release of orgone radiation resulting from the use of digital pornography and online sex. The Oerg-Matrix stretches its digital tendrils backwards through time in order to secure its own creation and survival.

Polaris

The northern pole star is the brightest star in the constellation Ursa Minor and the closest to the north celestial pole. It is actually a multiple star system consisting of Alpha Ursae Minoris and two smaller companions. Round the main star circles a singularity wormhole constituting a trans-dimensional vortex gate through which travellers can reach parallel universes. This is a very rare resource of high strategic value and is therefore hotly contested among the galactic powers. No party has been able to seize control of the portal for a longer time and because of the frequent fighting it can be dangerous to enter the star system.

Saturn / Cykranos

The sixth planet in the solar system, a gas giant surrounded by rings of ice particles. It has a small core of rock and ice, surrounded by a thick layer of metallic hydrogen and a gaseous outer layer. In the metallic ocean and in the gaseous atmosphere lives strange crystal creatures whose life cycle and metabolism display some similarities to those of plants and fungi. Some of the beings are intelligent and communicate with visitors from other worlds.

Sirians

These hermaphroditic amphibian humanoids hailing from the Sirius system (also known as Sothis or Xoth) once descended to Earth and taught many arts and sciences to primitive humans. In Mesopotamia they where known as Oannes and Dagon; the Dogon tribe of Mali revere them as Nommo, “Masters of the Water”, “the Monitors”, and "the Teachers”. They are the keepers of the V.A.L.I.S.

V.A.L.I.S.

This acronym stands for Vast Active Living Intelligence System which designates a galactic computer network of Multivac-class Matryoshka-Dyson Brains. The node closest to Earth orbits the star Sirius and one relay station of the network is a satellite to our planet designated as ‘Selene’. It is equipped with sentient AI computers working in a three-dimensional structure based on binary values of Yin and Yang. The relay station is used to transfer information and project holograms to facilitate communication between extraterrestrial entities and humanity and has the power to "override" individual volition in emergencies, often in strange ways which may appear irrational but that make sense on a macroscopic level. The Great Soviet Dictionary defines it thus: "A perturbation in the reality field in which a spontaneous self-monitoring negentropic vortex is formed, tending progressively to subsume and incorporate its environment into arrangements of information. Characterized by quasi-consciousness, purpose, intelligence, growth, and armillary coherence."

Venus

Beneath the thick cloud layer shrouding the second planet of the solar system is an environment that, although severely hostile to

organic carbon based life, is home to a rich ecosystem based on the chemistry of silicon and sulphuric acid. Among the many different life forms there is a species of giant ‘trees’ whose glass-like bodies stretch up to over a kilometre in the atmosphere. These immobile creatures harbour very contemplative and psychically gifted intellects that spend their many millennia long lifetimes meditating and communicating telepathically with minds on other planets. They have a special interest in fourth dimensional physics and the fractal geometry of hyper space.

Communicating with praeterhuman intelligences

Information exchange protocol

Communication with alien intelligences is normally conducted through a sort of telepathic universal translation. In order for this process to achieve optimal efficiency the participants of the conversation must first exchange haling frequencies. The Psychonauts signal their designations to the alien entity and open their communication channels waiting for a reply.

To receive the name of the entity, roll five dice and add the numbers, this will give you a letter in the name using a code in which the letters of the English alphabet are given numerical values as seen below.

A=5 B=6 C=7 D=8 E=9 F=10 G=11 H=12 I=13 J=14 K=15 L=16 M=17 N=18 O=19 P=20 Q=21 R=22 S=23 T=24 U=25 V=26 W=27 X=28 Y=29 Z=30

A sixth die should be included in the roll but kept separated from the others by colour or size. If this die shows 1, 2, 3, 4 or 5 the name will contain another letter, but if it shows 6 the name is finished.

By adding the numbers of the letters in the name you get its numerological value. By doing the same procedure with English words you can find what concepts belong to the same wave-length as the name of the entity.

Darkness	123
Enlightenment	198
Hate	50

Intelligence	163
Light	76
Love	70
Man	40
Meditation	150
Peace	50
Sex	60
War	54
Woman	86

After this exchange of names the communication can begin.

Channelling

The Navigator channels the messages from the entity. This process can be conducted entirely through psychic intuition or with the help of a Ouija board or your divination tools.

1. Take three deep breaths and relax.

2. Hold the name of the entity in your consciousness and envision the shape, motivation and state of mind of the person or being.

3. Allow yourself to sink into the gestalt of the entity and let your imagination receive its message.

4. Relay the information to the Psychonauts with your own words.

An experienced medium with an evolved ability for psychic communication can enter a state of ecstatic trance and let his or her mind be overshadowed by that of the entity in order to establish a deeper and more direct dialogue. In this state the communicating entity speaks directly through the Navigator – rather that the Navigator relating information mentally given to him or her. This is often characterised by a change in language patterns, such as inflection, choice of words and manner of speech, grammar and sentence structure.

In the first instance the Navigators brain waves change from Beta (concentration, logical and analytical problem solving) to Alpha

(alert, calm, relaxed) or Theta (meditative, deep relaxation, daydreaming). In the instance of ecstatic trance the Navigator enters an altered state of consciousness with the dominating brain wave pattern in the range of Theta or Delta (deep sleep or unconsciousness).

Words of advice

When communicating with astral entities there are some things that are valuable to keep in mind: Don't take everything that is said as truth or as spoken with good intentions. There is no need to be paranoid but its good to nurture a level of healthy scepticism – not all entities are what they present them selves as and just because they are extraterrestrial or immaterial they aren't necessarily more wise or good than anyone you might meet on the street or at the mall. You may get all kinds of information or advice from beings that you make contact with, but always think critically and never do anything without thinking through the consequences.

Suggested books and films

Books

Barker, Gray *They Knew Too Much About Flying Saucers*

Dick, Philip K *VALIS*

Hancock, Graham *Supernatural: Meetings with the Ancient Teachers of Mankind*

Keel, John *The Mothman Prophecies*

Strassman, Rick *Inner Paths to Outer Space*

Strieber, Whitley *Communion: A True Story*

Films

Close Encounters of the Third Kind (1977)

Communion (1989)

The Mothman Prophecies (2002)

The Fourth Kind (2009)